

Kovaud

KH

5E

Homebrew

KOVAUD'S
SODA PARLOR

FOREWORD

Here I present a very unserious compendium of all the different soda based homebrew that I've created throughout the years and some new stuff as well. The inside joke/shtick that I've adopted over the 2 years of running ProbablyAdRPGIdeas is that I work for Pepsi. Which resulted in the creation of these.

PATRON CREDITS

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CHAPTER 1: RACES

SODA GENASI

Soda Genasi are usually considered a subset of water genasi, but are in fact very different!

Soda Genasi have the same base Genasi traits as other genasi subraces. Additionally, Soda Genasi are even further divided by different soda brands.

PEPSI GENASI

As a Pepsi Genasi you are the product of a culture of haste. Your ancestors were known for the hurried pace they moved in order to quench the thirst of those in need.

Ability Score Increase. Your Charisma score increases by 1.

Innate Pessimancy. All Pepsi Genasi have an innate talent for the sacred art of Pessimancy. You know the *Pepsi* cantrip. Once you reach 3rd level, you can cast the *Longstrider* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

Peppy. You have resistance to acid damage.

SUNKIST GENASI

Sunkist Genasi have the skin texture of an orange peel. They also carry a faint scent of oranges wherever they go.

Ability Score Increase. Your Dexterity increases by 1.

Sticky. You have advantage on rolls made to grapple.

Poison Immunity. You are immune to the poisoned condition.

ROOT BEER GENASI

The good ol' Root Beer Genasi are known for their rustic hospitality and just overall friendliness. They carry the scent of root beer wherever they go.

Ability Score Increase. Your Charisma score increases by 1.

Friendliness of the Hearth. You know the *Friends* cantrip. When you reach 3rd level, you can cast the *Purify Food and Drink* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *Calm Emotions* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

GINGER BEER GENASI

The strong and stout Ginger Beer Genasi are dependable and hardy in most conditions.

Ability Score Increase. Your Wisdom score increases by 1.

Weapon Proficiency. You gain proficiency with one martial weapon of your choice.

Poisonous Touch. When you make an unarmed attack, you deal additional poison damage equal to half of your Wisdom modifier rounded down on a hit.

DR. PEPPER GENASI

Genasi of this subrace are known for their excellent bedside manner and candid nature. They're skin pigmentation runs the whole red color spectrum. The most common being burgundy in color.

Ability Score Increase. Your Wisdom score increases by 1.

Medically Inclined. You gain proficiency in the Medicine Skill. Additionally, you may cast the spell *Cure Wounds* once per long rest. Wisdom is your spellcasting ability for this spell.



Root Beer Genasi Art by [PunkNumberFive](#)

Sodas on cover by [Requestreduce.com](#)

Pepsi Man by [Pepsi](#)

Ale by [goodfreephotos.com](#)



SPRITE GENASI

Sprite Genasi have a crystal clear perception of the world and have an uncanny ability to disappear before one's own eyes. Heterochromia is abnormally common among Sprite Genasi.

Ability Score Increase. Your Intelligence score increases by 1.

Perceptive. You gain proficiency in the Perception skill.

Crystal Clear. You know the *Minor Illusion* cantrip. Once you reach 3rd level you can cast the *Invisibility* spell once with this trait as a 2nd level spell, and you regain the ability to cast it this way when you finish a long rest.

RED BULL GENASI

They have bovine traits similar to those of a minotaur but to a lesser degree. They do have the capability to develop horns but they tend to be smaller and have no real use besides decoration. The most notable thing about them, is their ability to fly.

Ability Score Increase. Your Strength score increases by 1.

Gives You Wings. You know the *Booming Blade* cantrip. Additionally, when you reach 5th level, you may cast *Fly* once with this trait and you regain the ability to cast it this way when you finish a long rest. Strength is your spellcasting ability for these spells.

MONSTER GENASI

Monster genasi sport a terrifying collection of monstrous traits. Chief among them are their glowing neon green eyes.

Ability Score Increase. Your Charisma score increases by 1.

Monstrous Visage. You have advantage on Intimidation checks.

Beastly Claws. You have claws at the end of each of your finger. Your unarmed attacks with your claws deal 1d4 + your strength modifier slashing damage.

YOO-HOO GENASI

Yoo-hoo genasi are kind and collected. They rarely lose their heads in tense situations.

Ability Score Increase. Your Wisdom score increases by 1.

King's Champion. You can choose to gain advantage on one roll of your choice. Once you use this feature you cannot do so again until you take long rest.

Intuitive. You gain proficiency with the *Insight* skill.

ROYAL CROWN GENASI

Royal Crown genasi are oft forgotten and have grown rare in recent years. They are often found employed as royal advisors.

Ability Score Increase. Your Intelligence score increases by 1.

Royal Bloodline. You know the *Resistance* cantrip. When you reach 3rd level, you can cast the *Charm Person* spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Knowledge of the Kingdom. You gain proficiency in the *History* skill.

MOUNTAIN DEW GENASI

Mountain Dew genasi are competitive and are loathe to be second best. This often causes friction between them and others that they interact with.

Ability Score Increase. Your Dexterity score increases by 1.

Competitive Nature. You have advantage on *Athletics* checks.

Gaming Proficiency. You have proficiency with one gaming set of your choice.



CHAPTER 2: ARCHETYPES

BARBARIAN:

PATH OF COCA-COLA

Only those who choose to lead an uncultured and barbarous life drink Coca-Cola. They are however, loyal to their brand despite the superiority Pepsi. This does incur a certain kind of rage towards any other drink besides Coca-Cola.

I CAN'T FEEL MY HANDS!

Starting at 3rd level when you choose this path you enter a special kind of rage that is more akin to the jitters of a sugar rush. During the duration of your rage you can take the dash action as a bonus action and you gain resistance to acid damage.

ALL OF A SUDDEN! COCA-COLA!

Beginning at 6th level, you may conjure a giant glass bottle of Coke into your hands as a bonus action that does 1d10 magical bludgeoning damage, you are considered proficient with this weapon, it has these properties: heavy and two-handed, and disappears if it goes beyond 60 feet of you or after 30 minutes.

COCA-COLA IS THE BEST

Beginning at 10th level, you can use your zealous worship of Coca-Cola to intimidate another creature within 30 feet into joining the noble cause of Coca-Cola! They must make a wisdom saving throw vs 8 + proficiency modifier + charisma modifier. If they fail they are put under the effects of the command spell to grovel in awe of Coca-Cola. If they succeed they are immune to this for the next 24 hours.

COCA-COLA TRUCK

Starting at 14th level, while raging you are like an oncoming truck of Coca-Cola, in fact even your blood has turned into Coca-Cola. You gain the following benefits:

- Your AC increases by 1.
- Your size increases by 1 category. (Ex: Small to Medium)
- Whenever you take damage you can use your reaction to deal acid damage equal to your level against your attacker.

PALADIN:

OATH OF REFRESHMENT

Paladins of this oath seek to quench the thirst of the common folk and downtrodden. They are known as soda knights, drink lords, and ale masters.

TENETS OF REFRESHMENT

The tenets of the Oath of Refreshment have been passed down since ancient times.

- **Thirst Quenching:** It is your duty to seek out those who need their thirst quenched and to quench it.
- **Stay Hydrated:** Your duty is to maintain your own hydration and the hydration of your allies.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF REFRESHMENT SPELLS

Paladin Level Spells

3rd	Absorb Elements, Create or Destroy Water
5th	Snilloc's Snowball Swarm, Melf's Acid Arrow
9th	Create Food or Water, Wall of Water
13th	Control Water, Watery Sphere
17th	Cone of Cold, Maelstrom

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Quench Thirst: As an action, you expend a use of channel divinity and conjure forth a number of tankards of appropriate drink equal to your Charisma modifier into the hands of creatures of your choice within 30 feet of you. When a tankard is ingested it disappears, and the creature that drank from it gain temporary hit points equal to your level.

A Drink to Forget: As an action, you expend a use of channel divinity and conjure an empty steel tankard into your hand. You must make a melee weapon attack against a creature within 5 feet of you. On a hit the creature takes 2d4 magical bludgeoning damage, and forgets all events that occurred in the past 10 minutes. The summoned tankard disappears immediately after.

AURA OF REFRESHMENT

At 7th level, you exude an area of refreshment that affects all targets within 10 feet of you. This aura produces a pocket of clean air that hedges out fog, mist, noxious gas, or any other similar effect. The range of this aura increases to 30 feet at 18th level.

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THIRST MASTER

At 15th level, your mastery of quenching the thirst of others has opened your eyes to all the meaning of the word thirst. You have advantage on checks made to persuade, deceive, or seduce anyone whose sexuality would mean they'd be attracted to your gender.

LORD OF REFRESHMENT

At 20th level, as an action, you change into a being of great thirst quenching power, becoming a beacon to all those whose hunger and thirst are not sated. You gain the following benefits for 1 minute.

- All creatures within 60 feet that can see you have disadvantage on all attack rolls that are not made against you.
- You can as reaction whenever a creature succeeds on an attack against you shift your matter into a state of pure refreshing energy reducing the damage you take by your level + your Constitution modifier.

WIZARD:

PEPSIMANCY

Those who walk the path of the cold, refreshing Pepsi are few and far between. For not all can master the arts of Pepsimancy. Your fellow wizards may scorn you for selling out but you know the true power of COLD, REFRESHING PEPSI!

PEPSI MAGE

Beginning when you select this school at 2nd level, you learn the *Cola* cantrip. This does not count towards the number of cantrips you know.

COLD, REFRESHING PEPSI

Starting at 2nd level when you choose this school, you're newly found mastery of Pepsi grants you the ability to summon a number of cans of Pepsi equal to your Intelligence modifier as a bonus action. These cans of Pepsi grant a creature who ingests one temporary hit points equal to your level + your Intelligence modifier. Once you use this feature you cannot do so again until you take a short or long rest.

CRYSTAL PEPSI

Starting at 6th level, whenever you deal damage against a creature using the *Pepsi* cantrip you can add your Intelligence modifier to the total damage.

PEPSI MAN!

The magical nature of Pepsi has allowed you to conjure one of the greatest warriors to ever fight for the honor of Pepsi. Beginning at 10th level, you can summon Pepsi Man to a point you can see within 30 feet as an action. Pepsi Man stays for 1 minute. Once you use this feature you cannot do so again until you take a long rest.

THIRST QUENCHING

Beginning at 14th level, you can choose up to three targets within 60 feet as an action. They must succeed on a Constitution saving throw or be wracked with an intense thirst for Pepsi. They take 7d6 cold damage on a failed save and half as much on a successful one. You can use this feature once per long rest.



CHAPTER 3: BESTIARY

In this section of the Soda Parlor you'll find the various soda related creatures that exist in this strange realm of soda.

PEPSI MAN

A legendary warrior who can channel nearly unmatched levels of Pepsi magic. He is as swift as the wind and as nimble as a fox.

Pepsi Man

Medium humanoid, chaotic pepsi

Armor Class 16 (natural armor)
Hit Points (15d6+30)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+2)	10 (+0)	12 (+1)	15 (+2)

Condition Immunities poisoned
Senses passive Perception 14
Languages Cannot speak but can understand all the languages of whoever summoned him.
Challenge 5 (1451 XP)

Actions

Pepsi Punch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (2d6 + 2) bludgeoning damage.

COLAR BEAR

The Colar Bear is a fierce rival of the Pepsi Man, what it lacks in speed it makes up for in strength.

Colar Bear

Medium beast, lawful coca-cola

Armor Class 16 (natural armor)
Hit Points (15d6+30)
Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+2)	11 (+0)	15 (+2)	12 (+1)

Damage Resistances Cold
Senses passive Perception 15
Languages Cannot speak but can understand all the languages of whoever summoned them.
Challenge 5 (1451 XP)

Actions

Cola Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (2d6 + 2) slashing damage.



CHAPTER 4: SPELLS

CITRUS PUNCH

2nd level evocation

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Druid, Paladin, Sorcerer, Warlock, Wizard

You conjure forth a layer of acidic liquid to surround your fist. Make a melee weapon attack against a creature within range. On a hit the target takes 4d10 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by an additional 1d10 for each slot level above 2nd.

COLA

Evocation Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You draw forth the innate magic of cola and launch a fountain of cola. Make a ranged spell attack against one target within range. Upon a hit this deals 2d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

KEVIN'S GOODBERRY ALE

2nd level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You conjure forth 1d4+1 tankards of ale made from Goodberry. When a tankard is ingested, they grant the creature that consumed it 2d8 temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of temporary hit points increases by an additional 1d8 for each slot level above 2nd.

